

King Grol

medium ♦ humanoid (goblinoid) ♦ chaotic evil

DESCRIPTION

King Grol is a grey creature. His throne is made of common and precious metals, hammered together through sheer force rather than skill. He wears a polished crown and a bright velvet cape, but still he is a grey creature. White fur, tall but stooped, broad but stiff, strong but old. His eyes are sharp and calculating. His voice is loud and commanding.

TACTICS

King Grol is meant to be a commander, so his main strength is his allies — he's not very strong by himself. Ideally you want to get his Focus Fire ability out early, then blast Fight Like A Gob whenever it's available. The player's best strategy would be to take out the weaker goblin combatants ASAP, then focus on King Grol

TRAITS

Brute

A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

♦ Heart of Hruggek

The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

ABILITIES

♦ Scepter

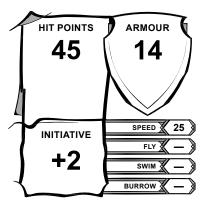
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 2) piercing damage.

♦ Focus Fire!

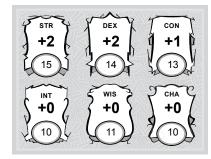
King Grol yells a command to his allies to focus fire by marking a target within 60ft of King Grol. All attacks by King Grol's allies against the marked target have advantage. This effect lasts for 1 minute or until King Grol marks another target.

♦ Fight Like A Gob! (recharge 5-6)

King Grol commands his allies to strike. Roll a D4 to determine how many of King Grol's allies respond to his orders. This number of King Grol's allies may expend their reaction to make a single melee weapon attack each. (This is a rechargeable attack — so roll a D6 at the start of King Grol's turn to determine whether it recharges, which would be on a 5 or 6.)



O (+2)	STRENGTH SAVE
O (+2)	DEXTERITY SAVE
(O(+1)	CONSTITUTION SAVE
(O(+0)	INTELLIGENCE SAVE
(O(+0)	WISDOM SAVE
(O(+0)	CHARISMA SAVE



PASSIVE PE	RCEPTION (10)
60 DARKVISION	TREMORSENSE
BLINDSIGHT	TRUESIGHT (_)

SKILLS +2 Acrobatics (Dex) 0 Animal Handling (Wis) +0 0 Arcana (Int) +2 Athletics (Str) 0 0 +0 Deception (Cha) +2 History (Int) 0 +0 Insight (Wis) 0 +2 Intimidation (Cha) 0 +0 Investigation (Int) 0 +0 Medicine (Wis) +0 0 Nature (Int) +0 0 Perception (Wis) +0 O Performance (Cha)



LANGUAGES Common, Goblin